

agui::OpenGLGraphics

```
# s_circleStepsNum
# s_circleStep
```

- + OpenGLGraphics()+ ~OpenGLGraphics()
 - + _beginPaint()
 - + _endPaint() + getDisplaySize() + getClippingRectangle()
 - + drawlmage() + drawlmage() + drawScaledImage()
 - + drawText() and 8 more...

and 8 more... # setClippingRectangle()